





We brought you the complete solution to Codemasters' fluffy frolic back in AA60, but for those of you still having trouble finding your way around, John Girvin has produced this map showing the location of all those valuable little objects...

LITTLE PUFF - THE MAP




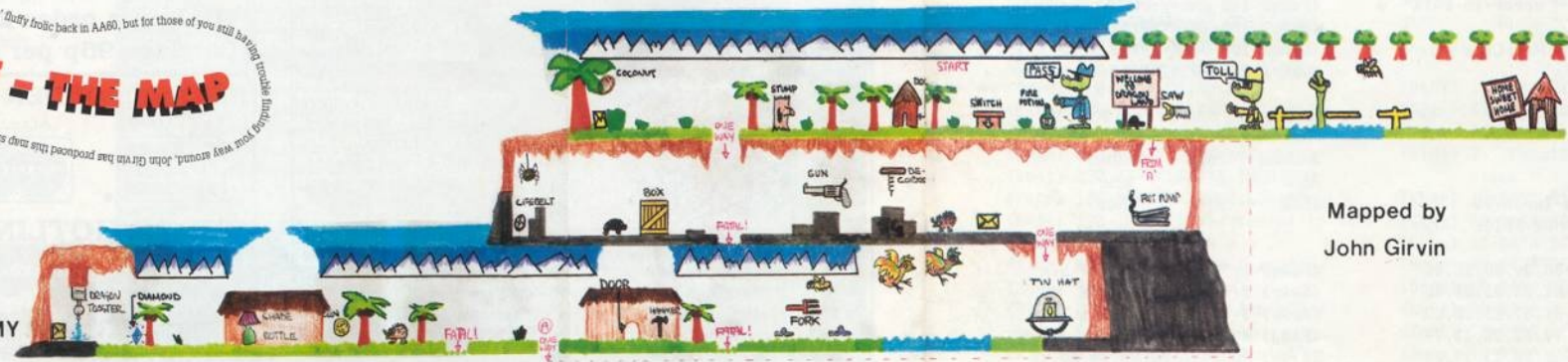
KEY



PASS SECTION

THE ENEMY

Mapped by
John Girvin